

Fortune's Fool

*Lost Treasures:
Curiosities from the Dancing Hut*



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Lost Treasures

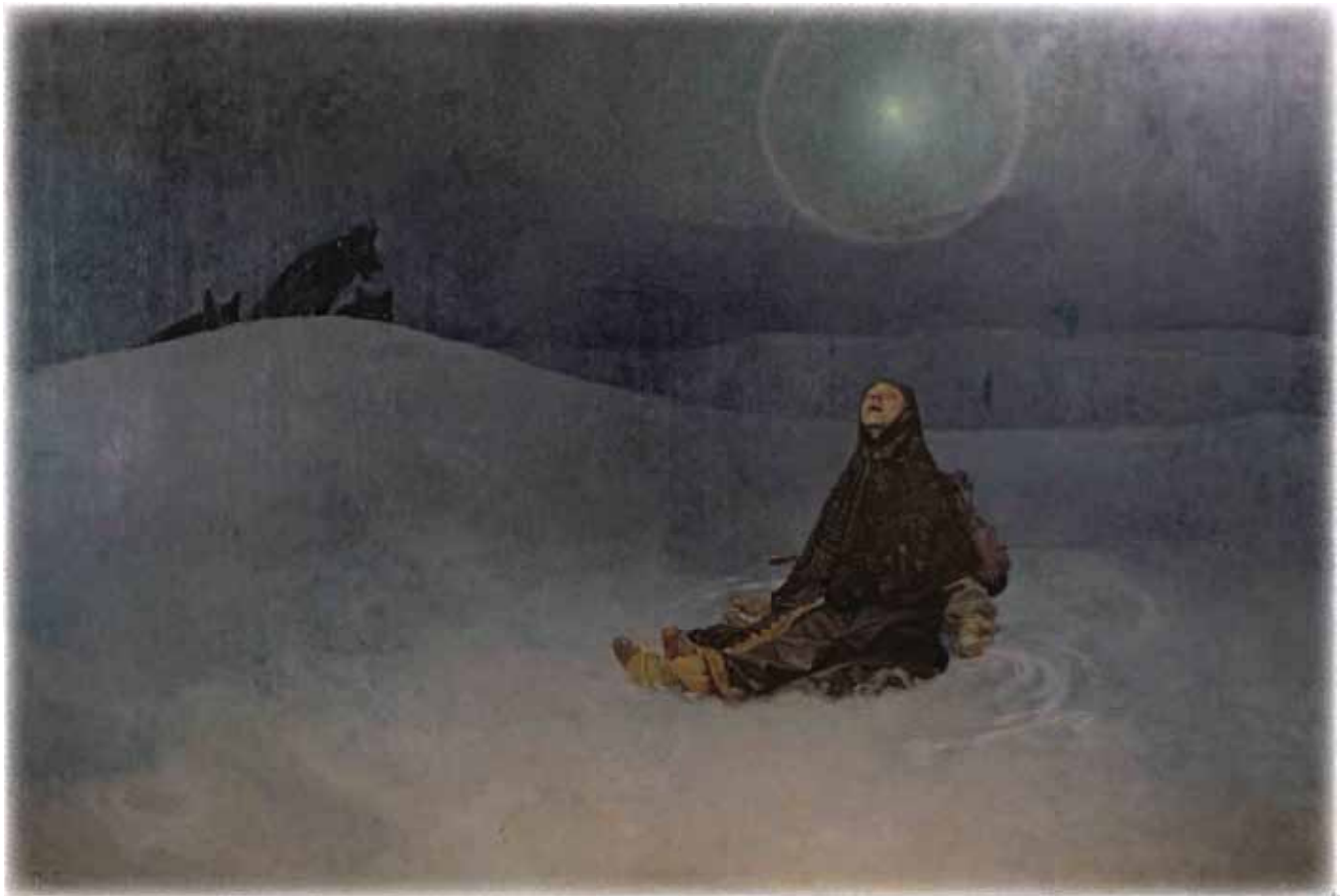
The Renaissance is a time of unparalleled learning and craftsmanship. From the sword smiths of Toledo to the apothecaries of Paris, European artisans use the most current techniques and tools to perfect their trades. The modern European with coin to spend can purchase the sharpest blades, hardest steel, and purest medicines in history.

While the artisans of the modern world have reached the zenith of learning and science, the puissant craft of magic has slipped through their fingers. Today, the arcane techniques of the ancients are scoffed at as primitive superstition. But the artifacts of past civilizations were imbued with great power, and the weight of centuries gone by has been like a crucible, purifying them and magnifying their power.

The artifacts in this collection are not like the normal equipment of *Fortune's Fool*. These items may not be purchased; a character can only discover them through game play. These artifacts have no wealth level. Any character may use them as long as they have the required Martial Training.

Unless otherwise noted, these weapons and artifacts may be broken like any other. As long as the pieces are not lost, they may be repaired with a full day's work and a successful Advanced Smith draw.

As a guide to GMs, all the items are labeled 'Minor' or 'Major'. A minor item may be a crucial possession and asset to the party, but the GM can introduce it without unbalancing the campaign. Major items, on the other hand, are powerful and often famous artifacts of history. These items are very potent and should not be given out lightly. They are the focus of great quests!



Curiosities from the Dancing Hut

For centuries, a Slavic witch has haunted the forests and remote lands of Russia. Her name is Baba Yaga, and the peasants regard her as with an uneasy mix of hope and dread. Baba Yaga is a potent and dreadful creature governed by her own inscrutable impulses. One year, she might appear to blight the crops of an entire village; the next, she may return laden with priceless gifts for the same suffering townsfolk. Legends of her cruelty abound, but so do tales of her generosity, and every third person has a story of a kinsman who was given some strange treasure by the ancient crone.

Baba Yaga makes her home in the Dancing Hut, a crude shack of wattle and daub teetering atop a pair of giant chicken legs that travels across the frigid Russian tundra. This storied dwelling contains untold treasures. Each chamber opens onto another hallway and each hallway onto a score of new chambers. Every cupboard and cloakroom is littered with trinkets and artifacts, some created by Baba Yaga herself, others collected from the farthest reaches of the globe.



Cassock of the Faithful **Minor Item, Enchanted Clothing**

Baba Yaga pilfered these heavy, black priest's robes from the cleric Sergius of Radonezh after his death and placed a potent enchantment on them. To gain any benefit from the Cassock of the Faithful, you must be a member of the Eastern Orthodox religion and you must be able to speak Russian. You must have a Heart of at least 8 or you must have a Piety level of Zealot (from *The Fool's Companion*). Wearing the Cassock of the Faithful allows you to use the Russian language as a powerful holy tool. In essence, you gain a new skill that functions exactly like Latin (see page 69 of *Fortune's Fool*). Your draw at this skill is equal to the average of your Heart and Status. If you draw a Fortune Weeps when using this ability, the Tower must be placed on the table.

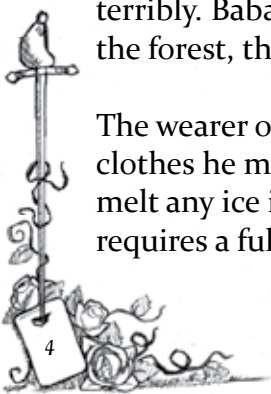
Snug Shapka **Minor Item, Enchanted Hat**

Many decades ago, a soldier, lost and freezing in the Romincka Forest, stumbled across the Dancing Hut. His plight thawed Baba Yaga's frigid heart. She appeared before him as a kindly matron and gave the soldier a magical headpiece of heavy fur to revive him and keep him warm.



The soldier departed with a profusion of gratitude, but he could not shake the treasures of the Dancing Hut from his memory. Months later, he returned with cohorts from his battalion to kill the witch and plunder her home. But the soldier had underestimated the old woman, terribly. Baba Yaga reclaimed her gift and transformed the soldiers into toadstools. It is said that deep in the forest, the mushrooms can still be seen straining to poke their caps above the snow.

The wearer of this brimless fur cap is comfortable in even the coldest of climes, no matter what other clothes he might have on, and may double draw any use of the Survival skill. The Snug Shapka will also melt any ice it touches in a matter of moments. Thicker sheets of ice, like that found on a frozen lake, requires a full minute of contact to dissolve.





Domovoi Candle

Minor Item, candle

Even Baba Yaga is unsure where these curious candles come from. She has collected a handful, and more continue to appear in the oldest homes of Russia. A Domovoi Candle is a stubby, yellowing candle set on a tarnished brass plate that is engraved with a series of concentric circles. When one of these candles is lit indoors, it summons the domovoi spirit of the house, which looks like a small, bearded version of the home's owner. The attitude of the domovoi is based on a Fate Test as follows.

FORTUNE WEEPS: The domovoi is angered. It steals the candle and one important item from your possession (generally a weapon or spell components).

FORTUNE FROWNS: The domovoi is grumpy. It performs one small task or answers one brief question (see below), but it steals the candle afterward.

FORTUNE SMILES: The domovoi is complacent. It performs one small task or answers one brief question (see below) before vanishing.

FORTUNE SHINES: The domovoi is quite generous. It performs one small task or answers one brief question (see below), and confers a blessing on you. Your Fate Pool gains 1 point that must be used in the current session.

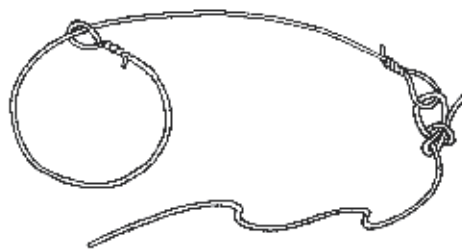
Because a domovoi is the protective spirit of a household, it is very familiar with its surroundings. It can be asked to fetch a small item in the house not currently in someone's possession or unlock a door. It will never do harm to the inhabitants of the house. The summoned domovoi also knows much of the lives of the home's inhabitants, but it cannot read their minds. It is privy to all conversations that have taken place within the house, and it has a long memory. This memory doesn't stretch back past the current family's residency or, obviously, to before the house was built.



Crude Bear Snare

Minor Item, large snare

This simple snare usually hangs above the fireplace in one of the Dancing Hut's many rooms, but sometimes it slips away into the woods, much to Baba Yaga's annoyance. By setting the snare in an appropriate woodland location and succeeding at a Traps draw, you can catch a large bear. The animal remains docile while ensnared by the trap, but will revert to a wild state when released. You can lay your hands upon the snared bear and take on its form, as if you cast the Bearform Master Wiccan Craft spell (see page 144 of *Fortune's Fool*). You remain in this form until you are incapacitated or sleep or until the trapped bear is released or incapacitated. You may also return to your normal form at any time as a minor action, but until you do, you cannot heal or gain Fortune Counters.



If your Traps draw was a Fortune Weeps, you are instead relentlessly attacked by the bear (see page 234 of *Fortune's Fool* for the bear's stats) until either you or the bear is dead.

In addition, if you are able to cast the Bearform Master Wiccan Craft spell, you may use the Crude Bear Snare as the components for that spell and cast it as a Word spell (instead of an Incant).



Baba Yaga's Mortar and Pestle

Major Item

Of all the curios in the hut, none is more prized to Baba Yaga than her mortar and pestle. Were it stolen, the witch would stop at nothing to find and regain it, and she would exact from the thieves a harsh reckoning. Amazingly, though, the ancient witch has been known to sometimes lend out this item. To a traveler who has found her favor, Baba Yaga might offer the use of the artifact as carelessly as a trifle. But beware: Baba Yaga's timing is her own. In her mind, 'borrowed' can change to 'stolen' in the blink of an eye.

The mortar and pestle allows you to double draw any use of the Apothecary, Culinary, and Poisons skills. In addition, it acts as Witchcraft spell components. Once per session, if you hold the mortar and pestle in your hands, you may cast a spell that has the casting cost of '1 Fortune Counter or Discard 1 Fortune' without paying that cost.

The mortar and pestle has a much more potent power, however. With a spoken command, as a major action, the mortar and pestle grow to an enormous size. The mortar gains the ability to fly at the speed of a swift bird, and can carry two people. The pestle counts as an enchanted reach weapon with the following stats.

Damage	Type	Parry	Hands	Martial
13 + ½ Body	Blunt	1	2	1

It requires another spoken command and a minor action to return the mortar and pestle to their normal sizes, and both must be shrunk at the same time.

